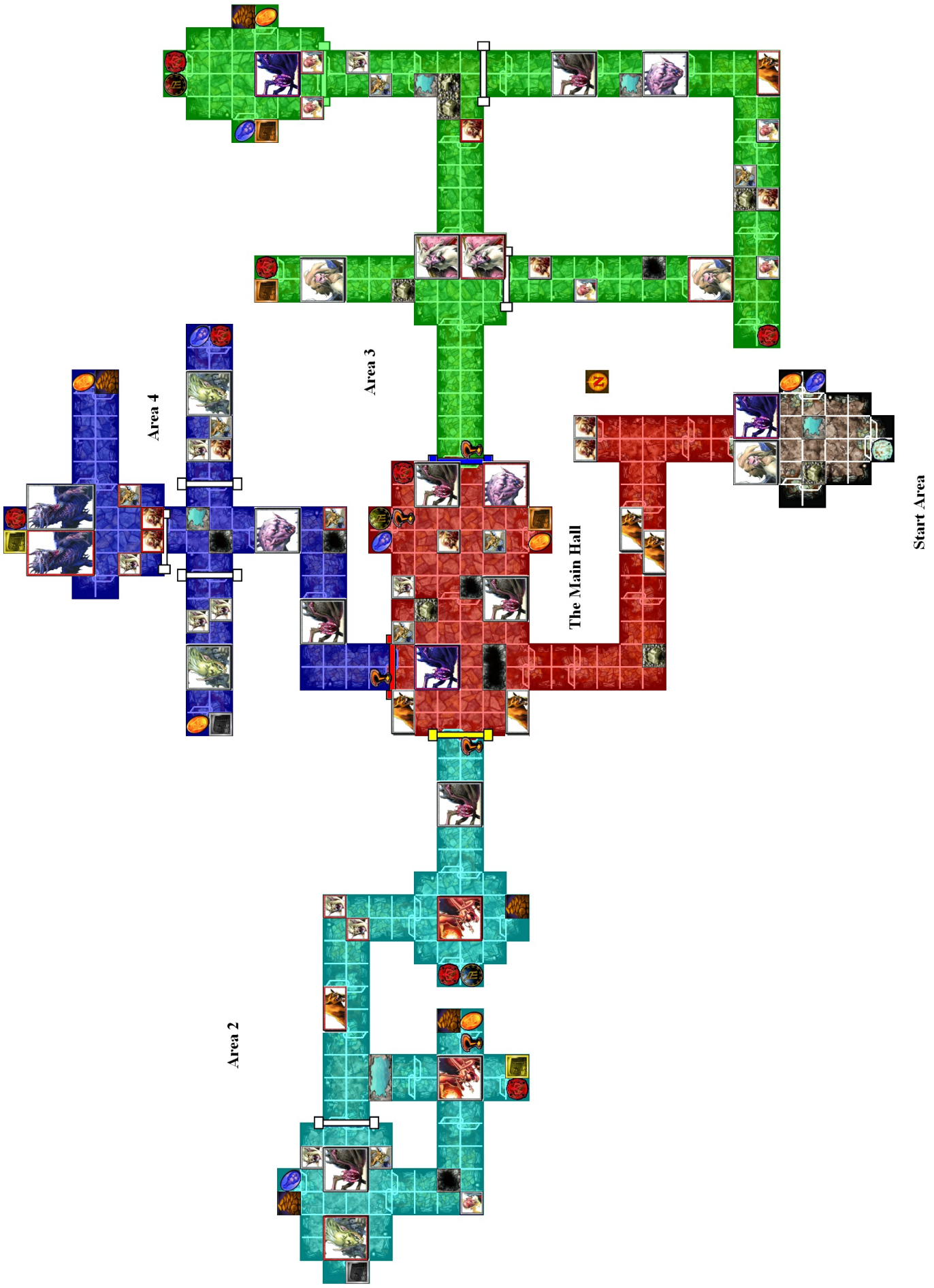

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The Dragons Castle

By Matt Glotzbach

Quest Background

You hear rumors that on the other side of the lost lands, Their is a castle that was built and is run by creatures who serve the Dragons. This is where the monsters seem to be preparing for an invasion of quincha, the the kingdom that is across the river.

Quest Goals

After deciding to investigate the rumors, you wonderout into the woods and see dragons harrassing another village. Your goal is to save both villages and defeat the dragons and all creatures that serve them. All serve the Master Dragon named Nahhnaah. If you fail to defeat Nahhnaah, then he will have eaten you and both villages will be destroyed. You start out with 5 conquest tokens.

This quest is geared for 4 players and up. It is not ment for less players.

The Area Descriptions Should be read as the appropriate areas are revealed by the heroes.

Area 1

Upon entering the main room, you see several statues with dragon pictures engraved on them. They are being guarded by serveral large creatures.

Area 2

You discover serveral large monsters in here eating the remains of other previous monsters that died in here. The stench is terrible and the monsters are ignoring you.

Encounter 1:

If every player enters the room:

The door closes behind them and can only be reopened by clearing the area of monsters and picking up the rune key.

If every player doesnt enter the room:

Whoever tries to pick up the rune key without having the room cleared of monsters will find that there is an explosive trap on the rune stone. Every player around the key will be hit by shooting spikes, losing 3 health(ignoring armor). The rune key still is locked in place and can only be removed when the whole area is cleared

Encounter 2:

Once a hero defeats the demon in here and ends their turn on the reandom encounter marker, they discover a man who has been tied up. You untie him and discover he is actually the prince of the privious village. He is willing to help you, but requires a weapon and a shield. he cannont have any magic items or rune items. He does not get any of the treasure that may be found throughout the quest. His stats are:

M=4 H=6 D=2 Conquest Tokens=3

Area 3

You and the prince discover that there are a lot of huge looking mosters wondering down the halls. they are munching on rotting bodies but are anxious to chow down on some fresh meat.

If every player enters the room:

The door quickly closes and can only be reopened by clearing out all the monsters and returning with the rune key.

If every player doesnt enter the room:

Whoever tries to pick up the rune key without clearing the room will find that there is an explosive trap on the key. Every player adjacent to the key will be hit by shooting spikes, losing 3 health(ignores armor). the rune key is still locked in place and can only be removed once the area is completely cleared

Area 4

You have entered the dragons chambers. They are mad that you have made it through their castle and have slottered all of their loyal subjects. Nahhnaah declares "All of you and your kind will perish before us the mighty dragons. You will either serve us or suffer the consequences".

Once every player has entered this room, the door slams shut and can not be opened again. The only way out is by finding a glyph and leaving with the the prince.

Important: After saving the prince and returning with him, you are granted 600 gold pieces. These are to be divided up between all of the heroes. As well they also gain 4 conquest tokens for finishing their quest.

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